

## **ABSTRACT**

Techniques are described for identifying, de-registering, and registering queues for messages that are asynchronously transferred between different computing systems. Each of the message queues is used for only one type of object. Based on an object type received, the message queues used for the object type are identified, and a registration-related action is performed on the identified message queues. In one example, the identified message queues are de-registered such that processing of messages from the identified message queues is ceased. In another example, the identified message queues are registered such that processing of messages from the identified message queues is started.

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